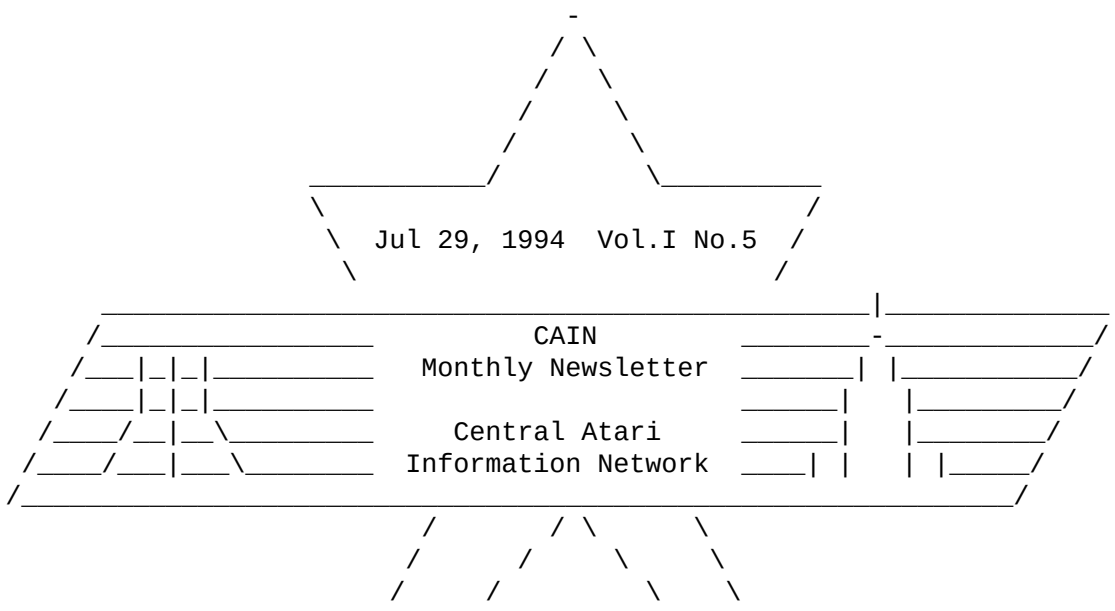

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

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telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300-14400 bps | type 'go atari' at any menu

Covering:
7800/XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

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Table of Contents

>From the Editor.....The CAIN Newsletter
-Mark Leair

>From the SIG Manager.....The Cleveland Free-Net & Atari SIG
-Len Stys

Free-Net News.....CAIN Atari Fun Fest 94
Confirmed Vendors/User Groups
Tempest 2000 Contest

Door Prizes
Online CAIN Atari Fun Fest 94 Section

CAIN Atari Fun Fest 94 Marketing
Dealers, Developers, & User Groups
The CAIN News Exchange News-Service

-Atari SIG

Atari News.....Atari/Edelman Press Release
Atari Corp. Announces Manufacturing
Jaguar Engine In Coin-Operated Games
Jag Rules!
Atari Jag-Ware
-Atari Corp.

8-Bit Computers Support Area.....8-bit Support Area News
8-bit Product News
8-bit Feature Article
Atari 8-bit Support at CAIN Atari Fun Fest 94
-Michael Current

16/32-Bit Computers Support Area.....ST/TT/Falcon030 SIGOPs Wanted
-Len Stys

Portfolio Support Area .....Calling All Dealers!!!
-Fred Horvat

Atari Classic Gaming Corner.....The Cleveland Free-Net Video Game SIG

Atari Classics at the CAIN Atari Fun Fest 94

-Fred Horvat

Lynx Support Area.....Lynx News
Lynx Commentary
Second Annual Cleveland Lynx-Up
-Barry W. Cantin

Jaguar Support Area.....Jaguar News
Jaguar Commentary
Jaguar Demonstrations
-Len Stys

Upcoming Atari Shows.....Atari Show Calendar
-Mark Leair

Voting Issues and Results.....Reader and User Opinion Poll Information
-Mark Leair

Online Atari Conferences.....Conferencing with the Atari SIG
-Mark Leair

General Information of Need.....How to Contribute to CAIN
Article Requests
-Mark Leair

>From the Editor
-=-=-=-=-=-=-=-=
Mark Leair

Welcome to the July issue of CAIN. I apologize for this issue's lateness, but most of the staff have been diligently working on the upcoming "CAIN Atari Fun Fest 94" Atari Show. We hope to meet many of our readers at this show. For information on this show please consult the news section. Probably one of the most exciting features of this show is its Jaguar Give-Away. Three lucky people will win one of these Jaguars. Exact details on the distribution of these and other door prizes have not yet been finalized. Details should be finalized soon. CAIN will publish a list of all the winners in its August issue. Further door prizes are listed in the Free-Net news section.

You may notice that there is not a conference transcript nor a readers' poll in this issue. These two sections are my responsibility. With my engagement with the CAIN show, I was unable to provide a transcript nor a readers' poll. The readers' poll and conferences will resume next month. Finally, the Atari 8 bit section features an article on packet radio. This informative article, although written from the 8 bit perspective, provides general information for tapping into this relatively unknown area of computing. Users of all platforms are encouraged to read this article.

See you at the 'Fest!!!!

-Mark Leair
CAIN Publisher/Editor

>From the SIG Manager
-=-=-=-=-=-=-=-=-=-=-

Wow! I never thought I would see an Atari show take place in the Cleveland area again. But it is happening. And it is happening in a pretty good location. No, the show isn't located IN Cleveland, but it is located pretty close to Cleveland. And since Cleveland is within half the population of the U.S. and a very large population of Canada, it is a pretty good location for an Atari show.

I am excited about the show. Atari Corp. is supporting the show by giving Jaguars and Tempest 2000 cartridges to be demonstrated and then raffled away. This, without a doubt, means that Atari is roaring ahead. If the company is interested in getting a large electronic market to try the Jaguar then the company is interested in getting a large electronic market to buy the Jaguar. If you try it, you will like it, you will buy it. Sounds like a pretty good business philosophy to me.

I have personally taken every step to attract consumers that are interested in the Jaguar, but wants to play it first before they buy it, to this show. There are over 1,200 flyers being distributed throughout Northeast Ohio at retailers to attract these consumers.

The show organizers will continue to promote the show until the final day. Most of the tables for the show are already reserved. If you are interested in showing your products or selling your merchandise at the show, it is a race for the final tables.

CAIN Atari Fun Fest 94

If you are looking for something to do on Sunday, August 7, 1994, why not take a ride down to Kirtland (near Cleveland), Ohio to the CAIN Atari Fun Fest 94?

CAIN Atari Fun Fest 94 will be fun for the entire family. You'll get an opportunity to see the JAGUAR 64-BIT Interactive Multimedia System and the latest entertainment titles for it. You'll even get to see video games played like they have never been played before! And that is through Lynx portable video game systems all linked together. This incredible multi-player action will blow your mind away!

The new Atari Falcon030 computer will be there along with the ST and 8-bit computers!

There will be prizes to win and you might even be one of the lucky people to take home a Jaguar 64-BIT system or a Tempest 2000 cartridge (courtesy of Atari Corporation)! There will be many prizes raffled off such as gift certificates and games of all sorts! Everyone that attends will get a chance to win!

There will even be some hard to find games for the Atari 2600, 5200, and 7800 at this show!

CAIN Atari Fun Fest 94 is the Atari -=- FUN -=- show of the year! Don't miss it! Bring the entire family down! Get great deals! See the latest technology! And have a lot of fun!

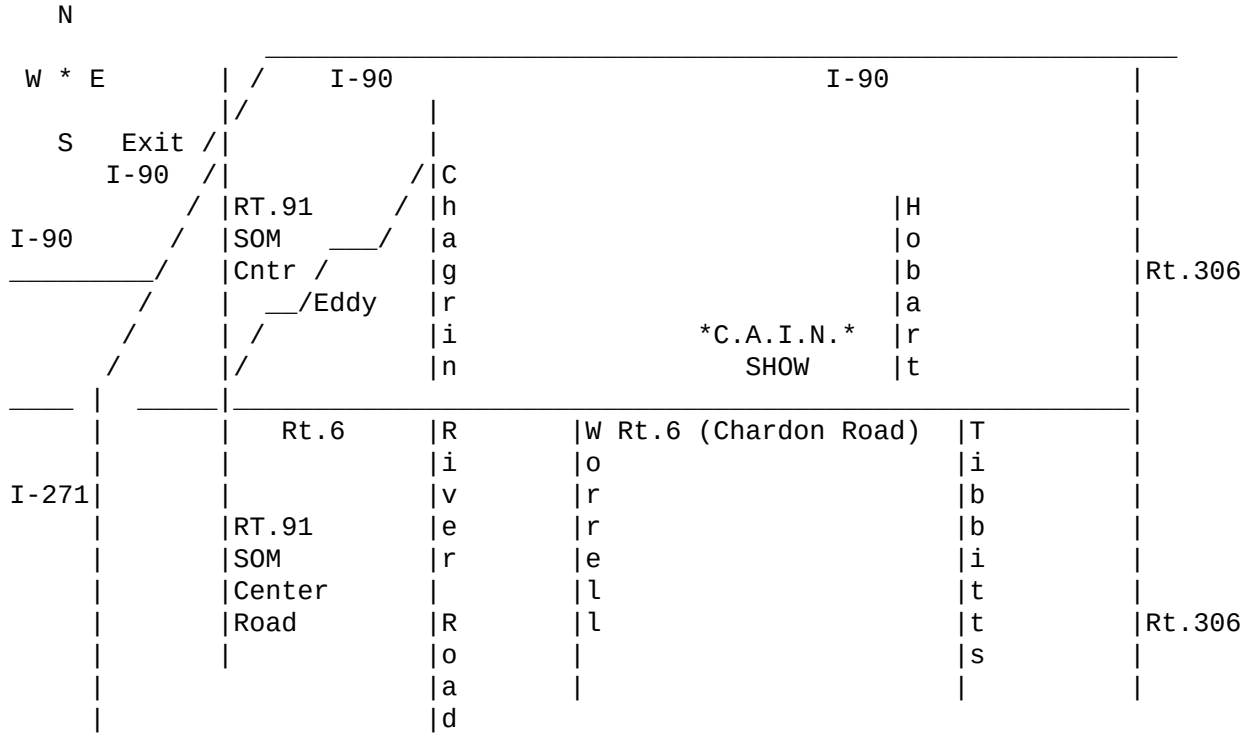
Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^^*^

Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio



If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

Confirmed Vendors/User Groups
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Updated: 07/24/94

User Groups

2600 Connection
CACUG (Cleveland Atari Classics User Group)
CVACC (Cuyahoga Valley Atari Computer Club)

NEOSTAG (North East Ohio ST Atari Group)
CAIN (Central Atari Information Network User Group)

Dealers

AAA Video	1 table power
Dr. Bob + Bob Rakocy	1 table
FMH Games	1 table power
It's All Relative	1 table power + 1 table
Jeff's Atari Outpost	1 table power + 1 table
Stor Tech	1 table
The Computer Shoppe	1 table power + 3 tables
Toad Computer	1 table power + 2 tables

The dealers listed are only the dealers that have paid or are in the process of paying. We anticipate more dealers to participate...stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Tempest 2000 Contest
-=-=-=-=-=-=-=-=-=-=-

Jeff Morin from Jeff's Atari Action Outpost is sponsoring a Jaguar Tempest 2000 contest at the CAIN Atari Fun Fest '94. Winner will receive a $100.00 gift certificate good for any item(s) from their table or catalog!

Door Prizes at CAIN Atari Fun Fest 94
-=-
Updated: 07/19/94

Below is a list of confirmed door prizes for the CAIN Atari Fun Fest '94. The method for distributing the door prizes has not been determined yet. Stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Atari Corporation	- 3 Jaguar Systems. - 3 Tempest 2000 cartridges
FMH Games	- Atari 2600 console - New Atari 2600/5200/7800/8-bit cartridges
Jeff's Atari Action Outpost	- 2 $50.00 Gift certificates good for table or catalog 1 $100.00 Gift certificate to winner of Tempest 2000 contest winner good for table or catalog
Toad Computers	- To be announced.

Online CAIN Atari Fun Fest 94 Section
-=-

In order to keep the Atari community up-to-date on the CAIN Atari Fun Fest, the Cleveland Free-Net Atari SIG has established a special section for this

show. This section is located on the Atari SIG. To get to this special section, please choose the number next to the "Your Choice ==>" prompt at the bottom of each menu.

```
     <<< THE ATARI SIG >>>
          (go atari)

     1 About the Atari SIG
     2 SIG Menu Outline
     3 Atari News...
     4 General Bulletin Board
     5 8-Bit Computers Support Area...
     6 16/32-Bit Computers Support Area...
     7 Portfolio Support Area...
     8 Lynx Support Area...
     9 Jaguar Support Area...
    10 Wanted & For Sale Board
    11 Voting Booth...
    12 Atari Library...
===>13 CAIN Online Newsroom...
    14 Help-Line (Q & A)
    15 SIG Directory Services...
   ------------------------------------------------
   h=Help, x=Exit Free-Net, "go help"=extended help

   Your Choice ==> 13


     <<< CAIN ONLINE NEWSROOM >>>

     1 About CAIN Online Newsroom
     2 Newsletter Format
     3 Staff & Articles in Need
     4 Deadline for Articles
     5 Discussion Board
     6 CAIN Newsletters
===> 7 CAIN Atari Fun Fest 94...
     8 Atari News
     9 Atari Show Announcements
    10 Rumor Mill
   ------------------------------------------------
   h=Help, x=Exit Free-Net, "go help"=extended help

   Your Choice ==> 7


     <<< CAIN ATARI FUN FEST 94 >>>

     1 About CAIN Atari Fun Fest 94
     2 INFO: Dealer Prices & Contact Information
     3 INFO: User Group Information
     4 INFO: Cleveland Lynx-Up Information
     5 INFO: Map to CAIN Atari Fun Fest 94
     6 D/L: Flyers to Capture/Download
===> 7 **^** Bulletin Board **^**
     8 WHO: Atari Corp. Status
     9 WHO: Dealer Confirmed/Contacted
    10 WHO: User Groups Confirmed/Contacted
    11 MARKETING: Publications Running Advertisements
    12 MARKETING: BBS Advertisements Posted
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    13 MARKETING: Places Flyers Posted/Distributed
    14 MARKETING: Users Sent E-Mail
-----------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 7

     Option number 7 has all the up to date information as we get it.
Check #7 often!
```

CAIN Atari Fun Fest 94 Marketing
-=

The CAIN Atari Fun Fest 94 is being advertised regularly on all of the Usenet Atari related newsgroups.

Over 200 Free-Net users have been sent e-mail about the show twice in the past month. Each of these 200 Free-Net users will receive a final reminder about the show on the Thursday before the show.

The Cleveland Free-Net will have a "Message of the Day" about the Atari show in the login screen which will last about a week and be seen by thousands of users.

CAIN Atari Fun Fest 94 information has been posted to the Wanted & For Sale Board on the Cleveland Free-Net which is read regularly by hundreds of Free-Net users.

Major Atari gaming BBSs such as Star-Linx BBS and CATscan BBS have info about the show in their download areas.

Over 25 Greater Cleveland BBSs have information about CAIN Atari Fun Fest in their message areas.

All Atari user groups in Ohio and surrounding states have been contacted about the show.

The following retail stores have been sent between 50 to 100 flyers each (depending on location of the store). These flyers (to our knowledge) are in each store for people to take that are interested in the Jaguar. The flyers also include information about the "Cleveland Lynx-Up" for people interested in comlynxing with other users. A map has been included on the back of the flyer to make finding the show easy.

Video Game Exchange (Lakewood), Video Game Exchange (Mayfield Heights), Video Game Exchange (Cleveland), Video Game Exchange (Mape Heights), Video Game Exchange (North Olmsted), Electronics Boutique (Randall Park Mall), Electronics Boutique (Richmond Mall Shopping Center), Babbage’s Software (Beachwood Place), Babbage’s Software (Great Northern Mall), Babbage’s Software (Parmatown Shopping Center), Video Game Trader (Mayfield Heights), WaldenSoftware (Parmatown Mall), WaldenSoftware (Westgate Mall), AAA Video (Parma), Computer Shoppe (Wadsworth).

CAIN Atari Fun Fest 94 flyers have also been sent to the latest Atari shows to take place in the U.S.

Flyers about the show have been posted on the bulletin boards of local colleges and universities and libraries.

News about the CAIN Atari Fun Fest 94 has been published in CAIN Newsletter, Atari Explorer Online, & ST Report. News about the show will continue to be published in these publications until the week before the show takes place. ST Informer will also be publishing information about the show in the next issue.

CAIN Atari Fun Fest 94 will be advertised in all major newspapers in the Greater Cleveland Area the week before the show.

This marketing report compiled by: Len Stys

Dealers, Developers, and User Groups

The CAIN Atari Fun Fest 94 has been advertised well and should draw a large attendance. There are tables still available for dealers and developers.

If you are interested in participating in this show, please contact the head show organizer--Fred Horvat at 216-729-0761.

The show organizers are especially interested in hearing from ST & Jaguar developers. This show is a perfect opportunity to interest consumers in your new software titles.

Even though this show seems to be game oriented, it is not. The show is FUN ORIENTED for all Atari users. ST/TT/Falcon030 developers and dealers are welcome!

The CAIN News Exchange News-Service

The Central Atari Information Network has established a usenet newsgroup called "nptn.science.atari.qa". This newsgroup is presently being used to share Atari News information with other computer systems. If you have any Atari news to contribute, please feel free to contribute it to this area. Any news that you contribute to this newsgroup will be shared with other Free-Net or Learning Village Atari SIGs. There will, however, be a short delay while your contribution is being approved for distribution among the other computer systems.

The Central Atari Information Network News Exchange is your connection to Atari News! It is a quick way to get the latest Atari News happenings from around the world! This is because everyone contributes to this newsgroup from different parts of the world! We get first hand local reports!

If you have questions about anything Atari related, please check your Atari SIG for a specific area for questions. If there is no specific area for questions, feel free to contribute a question to this newsgroup which will be replied to you in e-mail.

The Cleveland Free-Net Atari SIG is the largest free Atari SIG in the world today. If you have access to telnet, you may want to access the Cleveland Free-Net by the address: freenet-in-a.cwru.edu Or if you have access to a Free-Net or Learning Village system, you can access the Cleveland Free-Net through the teleport option.

This newsgroup is originating from the Learning Village -- Cleveland.

(nptn.org or 192.190.49.8). This system is also known as CIVITAS or the NPTN Free-Net computer system.

Atari News
-=-=-=-=-=

Atari/Edelman Press Release Date: 7/27/94

Contact: Marivi Lerdo/Laura Paden
Edelman Public Relations
415/433-5381

For Immediate Release

ATARI SELECTS EDELMAN PUBLIC RELATIONS TO
MARKET LEADING EDGE VIDEO GAME SYSTEM

SAN FRANCISCO, CA (July 28, 1994) -- Atari Corporation, the company that created the video game industry, has hired Edelman Public Relations Worldwide to help market the Jaguar, its 64-bit interactive multimedia game system. Edelman Public Relations was selected because of its strong heritage in general consumer marketing and its savvy in marketing technology products to consumers.

"To succeed in the video game business you need great hardware, great software and great marketing," explained Sam Tramiel, president and chief executive officer of Atari Corporation. "Experts agree we have the best hardware. We also have 150 developers, publishers and licensees creating great games for the system," he added. "Now we have an award-winning international public relations team on board to make this the year of the Jaguar."

Edelman Public Relations, the sixth largest public relations firm in the world, has 27 offices in the U.S., Canada, Mexico, Europe and the Asia Pacific. The firm, which was named Agency of the Year by Inside PR Magazine, provides public relations services in a full range of specialty areas, including consumer product marketing, technology, health care, business and industrial, travel and tourism, public affairs, corporate and investor relations, the environment and event marketing. Edelman’s clients include Del Monte, The Ford Motor Company, Toys ’R Us, Visa and others. The Atari account will be handled by consumer technology specialists in the firm’s Mountain View and San Francisco offices in California.

"We are pleased to be working for the company that created the video game industry and pioneered the use of 64-bit technology," said Richard Edelman, president and chief operating officer of Edelman Worldwide.

The Atari Jaguar is the world’s first 64-bit interactive multimedia home entertainment system and is the only video game system manufactured in the United States. Atari Corporation, based in Sunnyvale, California, designs and markets 64-bit multimedia entertainment systems and video

games.

ATARI CORPORATION ANNOUNCES MANUFACTURING PLANS

Sunnyvale, CA-- Atari Corporation (ASE:ATC) confirmed today a majority of its 1994 300,000 piece production of Jaguar will be manufactured by IBM in Charlotte, North Carolina. Jaguar is the only 64-bit multimedia entertainment system and is the only video game system made exclusively in the United States.

Sam Tramiel, President said, "We are pleased to have IBM's manufacturing strength and support as we commence volume production for the Christmas selling season and we are proud that this relationship has enabled us to competitively manufacture Jaguar in the United States."

Atari Corporation designs and markets interactive multimedia entertainment systems. Atari is headquartered at 1196 Borregas Avenue, Sunnyvale, California 94089.

JAGUAR ENGINE IN COIN-OPERATED GAMES

Atari Corporation this week announced that it has signed an agreement with the coin-operated game division of Time Warner Interactive, Inc., a worldwide leader in video games and entertainment software and creator of such arcade hits as "Hard Drivin,'" "Race Drivin'" and "Roadblasters" The agreement will make Jaguar's award-winning 64-bit technology engine available for Time Warner Interactive arcade games. The deal also states that all software titles developed on the Jaguar platform by Time Warner Interactive will also be available on the Jaguar home video system.

"Embedding the 64-bit horsepower of Jaguar in our coin-operated video games will enable us to broaden our presence in the largest sector of the arcade market that demands high performance at competitive pricing," said Geoff Holmes, CEO of Time Warner Interactive. "We believe the Jaguar engine will be instrumental in helping us meet this important goal."

"We are pleased that Time Warner Interactive has chosen the Jaguar engine to power its outstanding arcade video games," said Sam Tramiel, president, Atari Corporation. "This agreement will give a new segment of game players access to Jaguar's unprecedented performance and provide a host of hot, new titles for Jaguar. We look forward to continuing to expand Jaguar's market reach."

Time Warner Interactive, a subsidiary of Time Warner Inc., is a leading developer and publisher of interactive consumer entertainment products that span across platforms from coin-operated video arcade games and home video games systems, to game-based CD and computer CD-ROM platforms and interactive TV applications.

(The following items are not advertisements. They have been printed in order to let CAIN Newsletter readers know that they exist.)

JAG RULES!

Declare your support of the 64-bit Jaguar gaming system and get the JAG RULES rubber stamp. This quality custom stamp is available exclusively from Artisan Software. Use it as an economical way to advertise your enthusiasm of the Atari Jaguar. Stamp your letters and your envelopes. Stamp your arm arm as a tatoo. Stamp your money. Stamp school notebooks and post-its. Use a bright red ink pad (not included) for a vivid 2.25" by 1.5" image of JAG RULES in the impact of the Jaguar logo type style.

Writing a letter to your favorite software company? Stamp it! Sending a birthday card to your best friend? Stamp it! Dropping a postcard to your brother at school? Stamp it! Let everyone know you're a Jaguar gamer. After all, in the empire of high technology entertainment systems, JAG RULES!

The JAG RULES rubber stamp is available by sending a money order for $13.99 (includes shipping and handling) to:

Artisan Software
P.O. Box 849
Manteca, CA 95336

The price within California is $14.80 and includes applicable sales tax.

For an example of the JAG RULES logo, call the CATscan BBS. Dial 209/239-1552. Download file: JAGRULES.ZIP. File is ZIP'd and requires PKUNZIP to decompress.

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Tradenames herein are trademarks or registered trademarks of their owning companies.

ATARI JAG-WARE

The following items are available after July 1, 1994 as announced by Atari Corporation on June 23, 1994 at the Summer Consumer Electronics Show in Chicago. All items are top quality and are officially licensed by Atari Corporation. Contact Norscot Group, Inc. for a color catalog. These items are NOT available direct from Atari. Also check popular online services and publications for releases of product pictures in various image formats to view on your computer.

Please read disclaimers at end of file.

To order products or obtain a color catalog, contact:

NORSCOT GROUP(r), INC. (since 1970)
10510 North Port Washington Road
Mequon, WI 53092-5500 U.S.A.

TOLL FREE USA & CANADA 1-800-653-3313
FAX TOLL FREE USA & CANADA .. 1-800-653-4904
INTERNATIONAL 414-241-3313
FAX INTERNATIONAL 414-241-4904

DEALER and DISTRIBUTOR inquiries welcome! 414-241-3313

A. CAP (#185001) $14.95
   100% cotton twill baseball cap. Adjustable back-strap. Black. Embroidered Jaguar logo on front in red. Embroidered Atari logo on back in white. Screened red cat scratch marks on visor. Made in the USA.

B. T-SHIRT (#185002) $14.95 S-M-L-XL-XXL
   100% cotton heavyweight T-shirt. Taped crew neck. Black with a Jaguar screened full front and the Jaguar logo screened on the back. Made in the USA.

C. SHORTS (#185005) $16.95 S-M-L-XL
   These comfortable shorts are extra long with side seam pockets and a drawcord waistband. Made of heavy-weight 7oz. 100% cotton. Black with the Jaguar logo and cat scratches screened on the left leg in red and Atari logo screened on the right leg in red. Made in the USA.

D. HOODED SWEATSHIRT (#185003) $27.95 S-M-L-XL-XXL
   50/50 cotton/polyester 7oz. hooded sweatshirt. Double sided pouch pocket, ribbed cuffs and band bottom. Black with a Jaguar screened full front and the Jaguar logo screened on the back. Made in the USA.

E. DENIM JACKET (#185006) $97.95 S-M-L-XL-XXL
   This classic jean jacket is made of 100% cotton stone-washed denim and is sure to make a super impression. Traditional styling includes six button front, flap chest pockets and seam detailing. Jaguar logo embossed across back and embroidered on the left chest in red. Made in the USA.

F. FASHION COLLAR SHIRT (#185020) $37.95 S-M-L-XL-XXL
   100% cotton pique shirt with two button placket, banded sleeves and extended tail with vents. Black with the Jaguar logo embroidered left chest in red.
   Made in the USA.

G. LONG SLEEVE SPORT SHIRT (#185004) $22.95 S-M-L-XL-XXL
   Heavyweight 7oz. 100% cotton sport shirt. Long sleeves and 3 woodtone buttons. Ash body and red sleeves. Jaguar logo on the left chest and across the back in red.
   Made in the USA.

H. DUFFEL BAG (#185008) $32.95 20" x 10" x 10"
   This large square duffel goes everywhere. Black with red web trim and handles. The Jaguar logo is featured in red with the Atari logo in white. Heavy-duty 1000 denier nylon cordura.

I. WAIST PACK (#185007) $9.95 6 3/4" x 4" x 3"
   Zip front and adjustable poly web waist strap make this waist pack perfect for those on the go. Sized to carry essentials. Black 1000 denier nylon. Jaguar logo in red.

J. LAPEL PIN (#185016) $4.95
   The Jaguar logo in fine pewter with brass finish and red enamel color fill. Standard post and brass military

clutch.

K. KEY CHAIN (#185011) $2.95
Awesome! This acrylic key tag shows it all. The Jaguar logo printed on one side with a 3-D laser Jaguar hologram on the opposite side. Steel split ring. Virtually unbreakable.

L. BIKE BOTTLE (#185013) $4.95
For the fun times, carry this 30oz. bike bottle. Odorless, taste-free and totally FDA approved. Made of low-density polyethylene for squeezability. Black with the Jaguar logo in red.

M. SPORT BOTTLE (#185012) $3.95
Perfect for car, home or office. Features straw cap and 32oz. capacity. Black with the Jaguar logo in red.

N. ATTACHE (#185019) $33.95 17" x 13" x 4 1/2"
Pack up your games and go. Use this nifty black attache featuring the Jaguar logo to carry pens, keys, calculator and more. Adjustable and removable shoulder strap. 600 denier polyester with PVC backing.

O. PEN (#185009) $9.95
The sport vector roller ball from Parker features a custom Jaguar print with the Jaguar logo in red and the Atari logo in black. Gift boxed.

P. COFFEE MUG (#185010) $7.95
11oz. ceramic "magic" mug. Black with screened Jaguar logo in red. Fill it up with a hot beverage and watch the Jaguar eyes appear.

Q. SUN GLASSES (#185014) $8.95
Classic style with satin-like acetate frame. UV protection. Black with Jaguar logo in red on bow. White strap with Jaguar and Atari logos screened in red. Black case included.

R. WRIST WATCH (#185015) $35.95
A black leather band and a black metal case set off the 3-D laser hologram face on this watch. Swiss parts movement. Shock and water resistant. 3 year warranty. Gift boxed.

DISCLAIMERS

Atari is a registered trademark of Atari Corporation. Jaguar is a trademark of Atari Corporation. Norscot is a registered trademark of Norscot Group, Inc. This file may be distributed freely in its entire form ONLY and with distributor’s intent to support the Atari Jaguar 64-bit gaming system. Prices, availability, descriptions and terms are subject to change without notice. Atari Corporation and Norscot Group Inc. are not responsible for typographical errors, modifications or omissions in this file.

-=-=-=

| CLEVELAND FREE-NET WILL PRESENT __FREE__ COMPLIMENTARY USAGE TIME |
| to the readers of: |
| |
| CAIN Newsletter |
| |
| New Users Sign Today! Connect by modem: 216/368-3888 or |
| Telnet to: freenet-in-a.cwru.edu, 129.22.8.32 |
| |
| You can log on as a visitor to explore the system. At the opening |
| menu ("Please enter 1 or 2:"), enter "2" to log in as a visitor. At |
| the next menu, enter "2" again to explore the system. You will then |
| read an opening disclaimer and a login bulletin, then be sent to the |
| main Free-Net menu. Once inside, type "go atari". Follow the menus |
| to read Atari-related discussions, reviews, news, and information. |
| In order to post messages, send e-mail, vote, chat online, and sign |
| a user directory, you need a Free-Net account. Apply for a Free-Net |
| account by entering "1" at the second menu instead of "2". |
| |
| All new registered users receive "free" accounts which will not |
| require payment for the usage of the system. |
| |
| The Cleveland Free-Net has an Atari SIG comparable to other systems. |
| The Atari SIG carries _ALL_ Z*Magazine issues. Z*Net & ST Report |
| from 1989. All Atari Explorer Online issues. The latest and |
| greatest Atari news. "Support Areas" for all Atari users. Multi- |
| User Chat, Voting Booth, Wanted & For Sale, User Directories, and |
| even direct access to Atari related Usenet newsgroups. |
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| |

=-=-=-

Secondly, I wanted to say that in the REAL WORLD, Projects and timetables usually change due to well... CHANGE.

I would like everyone to read what Ben said about the instability of the MIO. It's true, and I've been getting a lot of units sent in to be repaired. Although I didn't design the MIO, I seem to have the responsibility to fix and/or upgrade all the existing units. I have always been loyal to the 8-Bit cause, and the MIO is no exception. Rather than telling a SYSOP that his MIO will take 3-4 weeks to be repaired, and spending a lot of time actually repairing existing units. I have decided to REDESIGN to MIO, and offer new units, as well as giving existing owners the option of "trading up".

What this means, is that I will be doing this along with the MARS 8 Project simultaneously, for the simple reason of a NEW 80 column board!!!!

This way, the MARS 8 will support the 80 Column Hardware on it's debut release and I will be able to keep everybody with MIO's happy about keeping them running into the year 2000. (This way everyone can watch the R-Time 8 change over into the next century without locking up!!)

Anyway, this will delay things for a month or two, and will give Darek something else to emulate in the PC-Xformer. <grin> Which by the way I am in FULL support of it, and have release the Disk-Based version of MAC/65 as SHAREWARE to be used with it. (The only SHAREWARE fee that is requested, is to buy PC-Xformer 3.0)

Needless to say, things are going to be triple busy and I won't have much time to answer questions about the new products. My answer is simply going to be to FINISH everything, then release them!!

If you haven't heard yet, SpartaDOS X and the Express! (by Keith Ledbetter) Cartridges are available once again. FTe's numbers have been posted in the Developers List, if you feel an urge to call. Both lines are going directly to voice mail right now, and I urge everyone to leave your name and number so that I can call you back at a time (convenient to both of us). This way I can concentrate on the MARS 8, the MIO, and the new 80 Column Video board...

Thanks, Mike (FTe)

\/\/\/

to me. I believe the 100 already sent out brought us into the high "H's" (they're going alphabetically by last name).

The 50 Canadian/overseas refunds were calculated & are presently en route to Unicorn.

>From this point forward the speed of the refund process will pretty much be controlled from Ann Arbor. I have several hundred empty envelopes here, all stuffed/stamped/labelled & ready to go, once Unicorn sends me the checks. The checks typically go out an average of 48 hours after I've received them. (I actually "stagger" the mailings to avoid swamping my local post office.)

Mike Hohman of FTE mentioned to me he thought Jim Hood might be planning a July issue. I haven't been able to confirm that.

Back issues of AC (disk or mag) are still available from me for $5/item, though I'm not sure for how much longer. Things are rapidly winding down at my end here. Anyone wishing to buy back issues should send cash/check/MO to:

BEN POEHLAND
179 Sproul Road/Rt. 352
Frazer, PA 19355

All 8 issues of the magazine (Dec '92 thru Apr '94) are still available except for Feb '93 which is sold out. Unicorn sent me batch of the special December '93 Video Issue they found lying in their office, so my supply of those is replenished. The 4 Software Disks are also still available (also $5 each).

Anyone wishing to subscribe to future issues of AC should write to:

JIM HOOD
5507 Langford Court
Concord, CA 94521.

I'll post one final message when all the refunds have been completed & sent out (whenever that happens!).

- Ben Poehland
  Managing Editor
  ATARI CLASSICS Magazine

(Editor's Note: The following was originally 40 columns. The text format has been converted to 80 columns for CAIN Newsletter.)

\/\/\/

B) It’s taken longer than it should to get some products shipped.

C) The Catalog still isn’t ready.

These problems do exist, and it is our first priority to get them fixed.

Starting June 15th, the phone will be answered between 11am and 4pm PST.

We are switching over to UPS as our primary carrier, and will be scheduling pickups twice a week until orders are sufficient enough to ship daily. This will also be in effect by 6/15.

FTe has aquired Newell Industries, so our catalog has been expanded considerably. We are really trying to go "first class" with its production, so please be patient as it will be worth the wait!

(Hint: Pick up the June/July issue of Current Notes)

Everybody makes mistakes, and FTe is no exception to this rule. The time, expenses, and resources needed in manufacturing, shipping/handling, and R&D has been much greater than anticipated. So...

Starting July 1st, we will have to start charging for shipping and handling in addition to putting a $50 minimum on Credit Card orders.

The 800 line is for COD or Credit Card orders only, and will be answered 24 hours a day by our in-house voice mail system.

If you need technical information, or simply just want to chat, please call us at 408-438-7325 between 11am and 4pm PST. If you get transferred to the Voice-Mail System on this line after the first ring during business hours, please leave a voice # and your call will be returned within 30 Min.

The Fine Tooned BBS is up and running at 408-438-6775. It needs a lot of work, and should have 9600 baud support sometime in July. There just isn’t enough hours in a day to properly maintain it right now, and we expect that it will take until the end of summer to get it up to standards.

The MARS8 Project has been delayed a few more weeks as we have decided to add a 65816 processor! The additional expense shouldn’t cost more than $25, and the reduced power consumption and expanded instruction set will make it invaluable for future enhancements.

Well, that about wraps it up. We hope that you will continue to support FTe through good times as well as bad, so that the MARS8 and other new products may continue to be developed and supported.

Thanks,

Mike

\/\/\/

access drive D9.

****

A filespec that does not contain a drive number, such as D:TEST, will now default to your currently logged drive on the command line.

For example, if you are logged to D4: a filespec of D:TEST will be converted to D4:TEST, instead of D1:TEST as it used to be. This change can be very useful when running programs from different drive numbers, since you can access files with D: and they will automatically be taken from whichever drive the program was was started from.

You must now be careful however, to always type D1: when you need to access drive 1 specifically.

****

A file will no longer be destroyed when copying it to itself. The DOS checks for this condition, and will report a 'File exists' error.

Commands such as:

```
 D4:COPY D4:TEST
```

will no longer destroy the file TEST.

****

All command line input, including all commands, files, and drive IDs, can now be entered in either lower case or upper case. Lower case was only partially supported in version 3.2f.

****

Some commands have been changed, to make them more compatible with the X cartridge, as well as making them easier to type. The following changes have been made:

CWD has been changed to CD.

CREDIR is now MD (Make Directory).

DELDIR is now RD (Remove Directory).

Note that with the Remove Directory function now called RD, the RD.COM ramdisk handler needs to be renamed to RM.COM in order for it to work.

(This will be the name of the MARS8 compatible driver to be released.)

****

There are many additional error messages, so you should no longer see error numbers on the command line.

****

A system lock-up bug has been fixed, when the clock wraps from 12-31-1999 to the year 2000.

Also, the day of the week offset has been corrected for years after 2000, in the new TDLINE program.

We are 5 1/2 years 'ahead of time'<g>

****

Program files containing a RUNAD, can now be reentered with the RUN command after returning to DOS. The normal process of saving the starting address for a .COM file into Sparta's internal variables, was disrupted when the file contained a RUNAD address. This has now been fixed, so all program files will behave the same way, whether or not they include the RUNAD address.

****

Several changes have been made to the keyboard buffering routines. When holding a key down for auto-repeat, the buffer will not fill up with excess characters that the application program hasn't used yet. There will at most, be one additional character in the buffer during a key repeat.

This means that when you release a key, the repeat process stops right away, whereas there could have been many additional keycodes 'stacked up' when using version 3.2f.

The key combination Shift-Control-Esc can be used to clear all of the keys currently stored in the buffer. This gives you a way to cancel everything in the buffer when a situation may require you to abort.

****

The 1200XL key functions such as DMA off, keyclick toggle, and keyboard lock, now work properly.

****

The key buffer NOW DEFAULTS to OFF due to incompatabilities with certain programs. It can always be activated as part of a STARTUP.BAT file using 'key on' (even in lower case), if you would like this feature enabled.

****

The AINIT command was removed from the command line. However, the XIO Atari format function can still be used within application programs.

****

Even with all these changes, the DOS file size has been reduced by 260 bytes, and the lomem has been dropped 119 bytes. If you do not have a PBI device, your lomem will be at $17A2.

Users with a PBI device will find their lomem at $1BA2, since the buffer space uses 1K at lomem, instead of the $D800 PBI area.

****

FTe has decided to release a special 3.2 'gx' version that can bring memlo back down to $17A2, by placing the disk buffers under the OS at $C400. This has an added benefit of using a full 2K of buffer space, instead of the 1K space allocated at memlo, and will help the DOS run faster.

However, SpartaDOS 3.2 'gx' is NOT COMPATIBLE with BASIC XE, or any other programs using the RAM under the OS from $C400-$CBFF. It is provided for those users who don't require this compatibility, and who would like to have the additional RAM available.

NOTE that if you ARE NOT using a PBI device, (such as an MIO or Black Box) you do not need the special 'gx' version, and will already get the 2K buffer space and $17A2 lomem with using the STANDARD 3.2g version.

****

SpartaDOS 3.2g and 3.2gx are being released as Shareware on an AS-IS basis. If you do happen to discover any incompatibilites, please don't hesitate to let us know, so that we might be able to fix the problem in any future revisions.

This upgrade was made possible by everyone out there who took the time to register 3.2f Thank You!

****

If you like what you see, you may register 3.2g by sending $19.95 to

Fine Tooned Engineering

PO Box 66109

Scotts Valley, CA

95067

This will get you all 3 manuals in addition to the SpartaDOS Toolkit.

****

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The ZIP file contains the XF2 (PC Xformer 2.0) emulator, 10 pages of documentation, and various sample 8-bit programs.

PC Xformer 2.0 is NOT shareware. You can freely use it, just as the original ST Xformer program on which it is based on has been freely available for years.

Future upgrades of PC Xformer will be available for $29.95 for those people who want the additional features, extra documentation, and product support.

Features

Many of the limitations of the ST Xformer emulator are gone thanks to the much faster processing power of the PC and its superior VGA graphics capablities. If you previously used ST Xformer you'll find much faster emulation of Atari 8-bit programs with much greater compatibility.

PC Xformer 2.0 is the first and only Atari 8-bit emulator for either the ST or PC that supports all these features:

- 48K RAM with built-in Atari 400/800 operating system and Atari BASIC
- displays all ANTIC text and graphics modes, including GTIA modes
- displays player missile graphics (no collision detection)
- handles display list interrupts, IRQ, and NMI interrupts
- reads and writes to ST Xformer and SIO2PC generated disk images
- reads MS-DOS files directly and automatically converts to disk image
- switches Atari BASIC on/off with one keystroke
- joystick emulation using the keyboard
- full speed emulation on a 386/33 or faster
- slow and fast modes of emulation for faster PCs

Features that will be found in future versions of PC Xformer are:

- 800XL/130XE memory bank switching
- player missile graphics collision detection
- sound card, joystick port, modem port, and printer port support

The speed of Atari 8-bit emulation is proportional to the speed of your PC, with a 33 Mhz 386 approximately giving the normal speed of an Atari 800.

Below is a list of processors and the approximate speed of emulation relative to an Atari 800:

- 286/16 - 0.3
- 386SX/20 - 0.5
- 386DX/33 - 1.0
- 486DX/33 - 2.0

    - 486DX2/66 - 4.0
    - Pentium   - 7+

486 and Pentium users can use the slow/fast option to slow down the emulator
to normal speed.

Hardware requirements

PC Xformer 2.0 is a 16-bit MS-DOS application. It is designed to run on most
PCs with minimum hardware requirements. It requires a 286 compatible CPU, so
it is compatible with all 286, 386, 486 and Pentium based PC, as well as any
PC that can emulate the 286.

PC Xformer 2.0 also requires a VGA compatible display, and about 200K of RAM.

For additional information see the documentation file that comes with XF2
or write to the address above.

- Darek

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/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

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8-bit support from Richard Gore

 From: RG9@VAX.YORK.AC.UK
 Date: 21 Jun 1994 05:40:52 -0500

            SUPPORT FOR YOUR ATARI 8-BIT FROM RICHARD GORE.

  YORKY 256K Memory upgrade:

I only have five full kits of this rare upgrade left, priced at #50 ($90)
plus p&p (#2 UK, #3.50 EC, #5 rest of World) including manual and support
disk.

Yorkys are supplied ready built, all you have to do is plug them into the PBI
port of your 800XL and hey presto you have a 256k machine.

   Once these units have been sold no more will be produced - now could be
your last chance to obtain a Yorky!   Watch out for the mention in the
April AC!

  SOFTWARE:

JAWBREAKER - The classic Pac-man style game originally sold by Sierra-On-Line.
             This version includes two mazes which were originally sold as
             separate games as well as a new pause function and improved

joystick control. Two mazes on one disk at a bargain price!

MOUSEKATTACK - Another classic game from Sierra-On-Line. This game has you trying to plumb the levels of Rat Alley. A very addictive game featuring a one or two player (simultaneously on screen) mode, new pause feature and improved joystick control.

Both games are available on disk, tape or Rambit Turbo tape (state which) and are supplied with a printed manual.

Prices: #4.95 each or #6.95 for BOTH (UK p&p included)

(overseas please add #2 for airmail shipping)
(US dollar prices $10 each or $18 for both fully inclusive)

N E W S O F T W A R E! N E W S O F T W A R E!

In association with Visionaire software I am pleased to announce the availability of two new games programmed in the UK......

ARENA: An original puzzle game where you must place pieces of a wall in order to guide a 'power pod' too its destination. It sounds simple, but it has good graphics and is very addictive. A demo version appeared on issue 66 of Page 6's disk, but this version is the full game with 50 levels.
Price: #5 ($10) XL/XE, Disk only.

BUBBLE ZONE: Enter the Bubble Zone and meet the challenge! Guide your tank and blast the ever increasing number of bubbles, collect the power ups, watch out for the holes. How far can you go? Frantic arcade action, with top notch graphics.

Price: #5 ($10) XL/XE, Disk only.

US customers can buy both Arena and Bubble Zone for $18 including p&p.

For further details or to order contact:

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Telephone: (0302) 784642 weekends only please.

- -

SOFTWARE Authors, have you written any games or utilities for the Atari 8-bits,
new or old? If you have and you have the rights contact me now and we can hopefully arrange to get them (re-)marketed!

- -

UK customers: Are you interested in buying the classic ICD/OSS products such as SpartaDOS X, MAC 65, ACTION!, BASIC XE, BASIC XL, R-TIME8?

If you are contact me and I might be able to help!

This will be the last time I post this list, as of today I will no longer have e-mail access (at least not until I can get another account - which might not be for a while) since my university course has ended. It is a sad day for me,

but hey I've got the rest of my life ahead of me. Anyway just because I no longer have e-mail it doesn't mean to say I am no longer supporting the Atari 8-bit machines, far from it. The support WILL go on, I have several more classic games in the pipeline including Silent service, Summer Games, Winter Challenge, Gorf, Halley Patrol, Gato and Taxicab Hill (I've never heard of that one myself!). Prices etc are TBA but if you're interested write to me at the above address (and if you feel kind include an sae, IRC etc - if not don't worry I think I can spring for a stamp) and I will send you more details.
  Heres to the future and I look forward to mine and your continued support of the best 8-bit computer ever made.....

Richard Gore

\/\/\/

Export date: 06/08/94 at 19:47:11
System   : FlightLine BBS

Message #2239 on Atari 8Bit

>From -----> FRANK WALTERS
To -------> ALL
Date -----> 05-29-94
Subject --> Atar-Z-Modem 1.2
-=-

Larry Black has just released version 1.2 of his Atar-Z-Modem, Zmodem receive protocol for Atari 8bits. It fixed a few minor bugs in v.1.0 and added a couple features that could be helpful. It is Shareware, so please support Larry in his continuing effort to suport 8-bit Atari users. He can't say anything about this as he is the echo moderator of this echo. I imagine he was very disappointed in the total lack of response to his initial release of the first Zmodem receive program for the Atari. Doesn't anybody send registrations for new Shareware anymore? Or do authors have to offer "Crippleware" that require you to register it to get it to fully function. I hate those programs and never register them.

Summary of changes in Atar-Z-Modem 1.2:

1. Fixes minor bug in Filename block CRC routine.

2. Fixes memory conflict between buffer and P:R: Connection ROM hander when that handler was installed by v1.0. Did not affect P:R: disk file handlers or 850 interface.

3. Filename is verified for alpha/numeric characters only, as required by Atari DOS 2.5. Lower case converted to upper case and illegal characters replaced with "Z" character in receiver's "save" file.

4. RESUME function added. Allows user to resume downloading a partial file that was previously aborted for any reason. Time limitation when resuming very long files on very slow disk drives due to necessity to read and Open to append the partial file before beginning data transfer.

ATZMOD12.ARC is around 20k and can be downloaded from my BBS, TACO Bell, between 4pm-11pm Central time. Phone: 904-785-2333. New callers must use Atari translation and have full privileges on first call. It can be File requested (FREQ) from Larry's FidoNet system, The -< Bejue >- Bbs 904-769-9688 (1:3608/121). It will be made available on GEnie and Compuserve by the end of this week.

* TEXTPRO 5.16 * Atar-Z-Modem 1.2 now includes "Resume" function.

-Dag- --> dag.hugdahl@flight.org

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

8-Bit Feature Article

Packet Radio and the Atari 8 Bit

by: Bill Somrak

Would you like to be able to access many BBSes all over the Northeastern Ohio area, WITHOUT incurring long distance telephone charges? These BBSes offer all the usual fair, ie., sale bulletins, want bulletins, opinions, facts, jokes, downloadable programs, on-line chats, news, as well as offering e-mail service to all points on the globe. To push this scenario a little further, let's expand the range of your access of BBSes to locations all over the world. Some might say, "Big deal! I can do all this now via Internet". However, at this point and time, Internet is not univerally available to all. You have to either have the good fortune of having access to an Internet site at work, or be willing to PAY (a rather tidy sum, I might add) for the access from your home. Interested??? Read on. Packet radio is the mating of computers and Amateur (Ham) radio. A home computer is connected via an RS-232 port, to a device known as a TNC (terminal node controller). This TNC is sort of like a phone modem. It acts as an interface between the computer and the Amateur radio as a phone modem acts as an interface between the computer and the phone lines. Usually, the Amateur radio is operated in the VHF or UHF region. This allows for faster data transfers (up to 9600 baud), which require more bandwidth than is available on the HF frequencies. (VHF frequencies are considered as 50mhz and above; HF frequencies are considered to be 30mhz and below). Using the Atari 8 bit on packet radio is as simple as using it on a phone modem, ie., you need an RS-232 peripheral, normally an Atari 850 or ICD PR:Connection along with its accompanying cable. Additionally, you need a terminal program (I like Bob Puff's "Bobterm"). Radio hardware requirements are the TNC, and (usually) a VHF FM tranceiver and antenna. Brand new TNCs cost as little as $110 (Kantronics KPC-3), while used ones are about half of that figure. The VHF FM transceiver will cost anywhere from $100 (usable used unit) up to $400 (deluxe full featured NEW radio). Lastly, you'll need an antenna. You can make one yourself, complete with coaxial lead in, for about five bucks. At the other end of the spectrum are high gain commercial antennas that cost over $100! Of course, you will need to have a valid Amateur Radio license in order to operate ... groan!

Okay, before you say, "I knew there was a catch", let me explain that it is VERY easy, these days, to get an entry level Amateur Radio license which would allow you to operate a Packet Radio station. The entry level license is called the "No-Code Technician" license, and its name tells the whole story. YOU DON'T HAVE TO LEARN MORSE CODE to operate a Packet Radio station. The No-Code Technician license is obtained by passing two test requirements: FCC Amateur Element 2 (Novice written test) and FCC Amateur Element 3A (Technician written test). Element 2 is a 30 question multiple choice test on BASIC electronic theory and FCC rules and regulations (a passing score is 22 correct out of 30). Element 3A is a 25 question multiple choice test, primarily on FCC rules and regs and VHF radio operation, with some electronic theory thrown in for good measure. How easy are these tests? Well, as a licensed

FCC/ARRL Volunteer Examiner, I see properly prepared 10 yr olds passing regularly. I think that the youngest person to pass was a 6yr old girl from California, who ALSO passed the 5 words per minute code requirement for the Technician Plus license at the same time! The ARRL (American Radio Relay League), as well as others, have prepared study guides for the tests. These study guides include a question pool, which INCLUDES any/all the questions you will ever see on the test. In short, if you study the test guide, and answer all the questions in the appendix, you WILL pass the test! These study guides are available at some libraries, most book stores, and Radio Shack. Now, don't you feel better?

Let's explore some of the specifics of my own station. I have used several Atari 8 bit computers on my packet station: my original 288k Atari 800, a 64k 600xl, a 128k XEGS, and a 1meg 1200xl. My RS-232 device is my original Atari 850. I made up an Atari modem cable to go from port R1: of the 850 to an A,B,C,D RS-232 switch box. This allows me to use one computer to control several TNCs (which can then be connected to via standard RS-232 cables, which are more readily available than the Atari variety). You could also "software switch" between TNCs, as Bobterm will allow you to go between port R1: and R2:. Currently, I am running a Kantronics KPC-3 TNC on 223.70mhz (VHF), and a dual port Kantronics KAM (multimode TNC) on 145.07mhz (VHF) and HF frequencies as band openings and conditions allow. Both TNCs are connected to full feature amateur transceivers, which in turn are connected to amplifiers, and then to their respective high gain antennas up on my radio tower. Most of the equipment, I already had, having only to purchase the TNC. You DON'T need to have a high powered elaborate setup, however, in order to connect to all the BBSes. All you need to be able to do is connect to one other packet radio station in your area, and you can use their station to connect to other stations further away. This is called "digi-peating" (digital repeating). Your signal is picked up by another station (at your request) and forwarded on toward its eventual goal. You can keep on adding additional stations to the path to connect to stations quite far away. For instance, using the digi-peating method described, I am able to connect to BBSes in New York (I live East of Cleveland in Madison), or even far away Northwestern Ontario, Canada (pretty good, Eh?).

As mentioned before, the variety of things offered on the packet radio BBSes are quite similar to what you are probably already used to on phone BBSes. Other things you'll find on Packet radio are ASCII and ANSI graphics, as well as WEFAX weather map pictures. You can send mail to people all over the world. There are even Internet gateways, which allow e-mail to pass between Packet Radio and Internet. I have "packet pals" all over the United States and in different countries all over the world. In addition, you can monitor for other "packeteers" who are looking to have a keyboard chat. Once you have your station set up, you need to select a "home BBS", to which all your mail will be sent and held until you pick it up. This is a simple procedure, as as soon as you connect to a BBS, it checks to see if you are on the active users' list. If not, it asks you to register, and then asks for your home BBS (so that it will know where to forward your mail). If you live in an area that has a "full service" bbs, you can have your packet mail forwarded into

your TNC's mailbox (a memory area inside the TNC for holding mail), along with daily weather forecasts. Just like Internet, you will have a "Packet Radio Address". Mine is: KB8EB @ WA8BXN.OH.USA.NA, which is to say KB8EB (my Amateur callsign) "at" WA8BXN (my home BBS' callsign), which is in Ohio, in the USA, in North America. This information at the end of each home BBS allows for the automated forwarding of mail to its next stop. If I want to send a message to my friend Gina in California, I connect to my BBS and address it thusly:

SP KC6ZRQ @ WA6HAM.#NOCAL.CA.USA.NA

This means "Send Personal(SP) KC6ZRQ at WA6HAM, which is in Northern California, in the state of California, in the USA, in North America. All messages are sent using this addressing scheme, unless the person you are sending the message to is located at the BBS to which you are connected. In this case, you need only type "SP (callsign)".

In this short article, I have tried to share with you the very basics of Amateur Packet Radio. It is an interesting hobby which can be quite addicting. The initial cash outlay isn't too bad, when you consider that you already have the computer and that you WON'T have any big telephone bills to contend with! All that is required to get started is a minimal investment in time to study for your No-Code Technician (or higher class) license. If you do make it onto Packet Radio, there is an active Atari User's group waiting to chat with you. Its members range all over the world. If you get a chance, send me a message as well, and let me know how you are enjoying the hobby. 73! (Amateur shorthand for "best wishes") and TUL ("type you later").

Atari 8 bit Support at CAIN Atari Fun Fest 94

Mark Leair

Your Atari 8 bit machine is far from dead! To see just how alive and well it is, check out the CAIN Atari Fun Fest 94. There will be vendors supporting the Atari 8 bit. Furthermore, the Cleveland Atari Classics User Group will be there to offer guidance and support for the avid 8 bit user group. Last, but not least, FMH games will be raffling off 8 bit game cartridges! For more information on this show, please consult the Free-Net news section of this newsletter.

16/32-Bit Computers Support Area

The Cleveland Free-Net Atari SIG is presently looking for enthusiastic individuals to run the 16/32-Bit Computers Support Area. The ST/TT/Falcon030 computers are fantastic and if you would like to see others and yourself get good use out of them, consider being a 16/32-Bit SIGOp for the Cleveland Free-Net Atari SIG.

Once a 16/32-Bit SIGOp, you will automatically be a 16/32-Bit Editor for CAIN Newsletter.

This is a volunteer position, but there are great rewards. You will get to know many other 16/32-bit users, you will get to know your computer and your computer's software, and you will become recognized throughout the

Atari Community as a Cleveland Free-Net 16/32-Bit SIGOp.

All SysOps have unlimited time. If calling from the Cleveland area, you will have access to a special SysOp line.

Contact xx004@cleveland.freenet.edu if you are interested.

16/32-Bit Computers at CAIN Atari Fun Fest 94

An Atari show would not be an Atari show without 16/32-bit computers! There will be many dealers and developers at CAIN Atari Fun Fest 94 showing off the latest 16/32-bit products!

Portfolio Support Area

Fred Horvat

Calling All Dealers!!!

For the Portfolio installment next month I plan on printing a list of dealers that carry Portfolio hardware, software or that offer any type of support for our favorite palmtop. So for this installment I am looking for places and people. If you support the Portfolio or know of any dealers or even programmers please E-mail me or write to me at the Cleveland Freenet Atari SIG address. The address and my E-mail ID can be found at the top of this newsletter.

Atari Classic Gaming Corner

Fred Horvat

The Cleveland Free-Net Video Game SIG

Most of you may not be aware of this but there is a Video Game SIG on the Cleveland Free-net. It deals with all the latest and greatest gaming equipment. But it also has sections for us classic gamers, which I was not aware of until Len Stys mentioned it to me. The Classic Game Systems has only been around for a few months now. What makes the Video Game SIG nice is that it covers most aspects of video games, pinball, arcade, consoles, computers... Traffic has been light in the Classic area mostly because of people not knowing about it. I visit the SIG on an occasional basis. If you play or have an interest in video games it’s worth checking out.

To get to the Video Game SIG at any Freenet prompt type "go vgame" and press enter and enjoy!

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Your Choice ==> go vgame

       <**** Cleveland Freenet Video Game SIG ****>
       <*********** (go vgame) ***********>

  1 About The Video Game SIG
  2 General SIG News
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  3 General Talk, Suggestions, Etc.
  4 General USENET Video Game Newsgroups
  5 Nintendo
  6 Sega
  7 Atari
  8 Multi-Media Systems
  9 Classic Game Systems
 10 Other Game Systems
 11 Computer Games
 12 Arcade Games
 13 Pinball Machines
 14 Video Game SIG Directory Services
-------------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 9

     The Video Game SIG
  //--------------------\\
       CLASSIC SYSTEMS
  \\--------------------//

  1 Classic System News
  2 Game Talk
  3 Game Reviews
  4 HELP!  (Q&A)
  5 Tips & Tricks

  6 USENET: alt.games.video.classic
  7 USENET: rec.games.video.classic
  8 USENET: rec.games.vectrex
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h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==>
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Atari Classics at the CAIN Atari Fun Fest 94

Mark Leair

The Jaguar seems to be stealing the spotlight at the upcoming CAIN Atari Fun Fest, however classic systems are not going to be ignored! Why should they? The Atari 2600 and others have pioneered the multi-million dollar video game market. We need to give credit where credit is due. Therefore, the 2600, 5200, and 7200 will have a spot at the show. If you're a classic systems fan, this show is a must. There will be vendors supporting your platform. Additionally, FMH Games will be raffling a 2600 console as well as game cartridges for the 2600, 5200, and 7800. I hope to see you at this year's fest!

Lynx Support Area
-=-=-=-=-=-=-=-=-
Barry W. Cantin

Lynx News

Recently Telegames had a one-week (or so) sale on Lynx titles, where the

prices of their four titles were reduced to prices between $19.99 and $29.99. The best part about the sale was that if you bought a game at the reduced price, you could buy a second for $10! Keep an eye out for these impromptu sales, they usually don't last more than a week.

Atari's summer steal deal is still going on, so pick up those titles while you can (at those great, great prices).

Back to Telegames. They currently have four titles available:

Qix
Ultimate Chess Challenge
Double Dragon
Desert Strike

When I spoke with the person handling the sale mentioned above, I asked a few questions about upcoming Telegames releases. Here's what I learned:

There are two titles Telegames is about to release: "Bubble Trouble" and "Super Off-Road". Super Off-Road was reviewed in EGM and GamePro this past spring, which led many to believe that it had been released. Not so - the projected release date for Super Off-Road is September/October, and Bubble Trouble is slated to be released in August. Both these titles will be "limited edition" releases, no word on what quantity constitutes a "limited edition" release. Note to Lynx title completists: get these while you can.

Lynx Commentary

Still all quiet as far as new releases is concerned. With the exception of Ninja Gaiden 3: Ancient Ship of Doom, 1994 has not seen a new Lynx title thus far. Pretty aggrivating, but take solace in the fact that the titles that *are* out are for the most part _inexpensive_ right now. And... there won't be much longer to wait for new titles.

As mentioned in the Lynx News section, Telegames has two games "in the pipe". Beyond Games is promising "Ultra Vortex", a slick-looking fighting game, to be released soon. And then there is that pile of games that Atari has actually *completed*, waiting for the go-ahead to move into production.

With the SCES behind us, and Jag titles nearer to completion (and with a sixth title, Wolf 3-D, available), the production of these new Lynx titles is nearer still. Hopefully by Christmas we'll see more titles available, probably mail-order only (but hey, that's better than nothing!). And then there's always the probability that the Jag will start making use of the Lynx for various functions. Time will tell.

Let's hope that Atari, Telegames, and Beyond Games get us a few titles sometime soon. They've certainly put the effort into them...

Second Annual Cleveland Lynx-Up

Mark Leair

For the first time in years there will be a Cleveland Lynx-Up organized by the Cleveland Free-Net Atari SIG. This Lynx-Up will be held at the CAIN Atari Fun Fest. Lynx owners are encouraged to bring their lynxs and multi-

player games. Tables will be reserved for this event. What a golden opportunity to try out the multi-player capability of your Lynx! Meet fellow Lynx'ers and plan your own Lynx-Ups! For more information on the CAIN Atari Fun Fest, see the Free-Net News section of this newsletter.

Jaguar Support Area

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Len Stys

Jaguar News

Atari Corporation's management made the decision in either late June or early July to delay a few Jaguar games. The games delayed are: Kasumi Ninja, Checkered Flag II, and Club Drive. The reason for the delay was so that programmers can make the games the best that they can be. Each game will use 4 Meg memory chips. They were originally suppose to use 2 Megs. This most likely means 2x better graphics and 2x better sound then the first prototypes.

These games are rumored to be almost complete and they will all most likely be released at the same time.

id Software's Help Internet Address Reports:

JAG: Running very fast. Lighting is working now. This will be out

later this summer probably September. We are doing this. There

will be two new levels in the Jag version. The graphics are

getting faster every day.

Jaguar Commentary

I wasn't pleased to hear that Atari Corp.'s management reduced the original sales estimate from 500,000 to 300,000 for 1994. And I still believe that these numbers must be higher or Atari's competitors will have an easy time catching up to the Jaguar in sales numbers.

There is good news here though. The 300,000 number seems to be set. Atari Corp. will not be making less than this amount.

I have been told by several sources throughout the Internet community that Atari Corp. has the ability to increase production if they forsee stronger sales numbers.

Atari Corp. has made more than a few errors in the past. I don't think that even Atari's management would deny this. But at least none of the errors have resulted in bankruptcy. But how strong is Atari now? I, personally, think that Atari Corp. is financially strong enough to get through this year and then make a run in 1995. The run in 1995 will determine if we will see the company still producing products in 1996.

I think the greatest thing that can help Atari Corp.'s run with the Jaguar in 1995 is well-known game companies. If we see well-known game companies

releasing well-known gaming titles for the Jaguar in 1995, Atari will have no problem in the future.

The biggest problem today is that many well-known companies have NOT signed to make games for the Jaguar. And in order to convince these companies to do so, I have organized a series of letter writing campaigns. There will be an official Jaguar & Lynx Letter Writing Campaign text-file distributed early next week. Look for it.

Jaguar Demonstrations

See the Jaguar, Play the Jaguar, Enjoy games on the Jaguar, and...

W I N A J A G U A R !

All at the CAIN Atari Fun Fest 94. Check out all of the Jaguar games as well as the newer games such as WOLFENSTEIN-3D and BRUTAL SPORTS FOOTBALL.

There are tables available for Jaguar developers, contact: Fred Horvat at 216-729-0761.

Upcoming Atari Shows
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<< Computer Shows >>

Updated: 07/24/94

To include shows (preferably shows that include Atari products), for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter, send the show's name, date, location, and any additional information to xx004@po.cwru.edu. Please address the e-mail with the subject "Computer Show". The following information is correct to the best of our knowledge. However, we cannot guarantee its accuracy. Corrections and cancellations are therefore requested.

Shows at a Glance

Name	Location	Date
1. C.A.I.N. Atari Fun Fest '94	Kirtland, OH	08/07/94
2. Connecticut Atarifest '94	Windsor Locks, CT	08/27/94
3. Atari PowerShow International	Freiburg, Germany	09/23/94

For more information on these shows, please consult the Atari SIG on the Cleveland Free-Net (telnet to freenet-in-a.cwru.edu or Nextsun.ins.cwru.edu) Once connected to the Free-Net type 'Go Atari' to get to the Atari SIG.

In addition to show information, the CAIN newsletter would like to print any reports, summaries, or reviews of these and other recent shows. Please send any of these articles to 'aa338@po.cwru.edu'
Thank-you...

Vote Issues and Results

<< Voting Booth >>

One exciting feature of the Atari SIG is its voting booth. Here, users can create their own opinion polls. The voting booth is accessible from the main menu of the Atari SIG on the Cleveland Free-net (CFN). Select option '11' from this main menu to enter the voting booth.

Online Atari Conferences

The Cleveland Free-Net (CFN) has the facilities to provide Real-Time Online Conferencing. It is hoped that the Atari SIG can sponsor Atari conferences in the future. The conferences would be held on CFN's chat system called the "IRC". IRC stands for "Internet Relay Chat." This is a special program that allows real-time conferencing through the internet network. However, CFN's IRC is local, or accessible only by CFN users. If you are interested in these conferences, or would like to be a guest-speaker on one of these conferences, please send internet e-mail to "aa338@freenet.cleveland.edu". Finally, stay tuned to this newsletter for transcripts from these conferences.

General Information of Need

How to Contribute to CAIN

For full details on contributing to CAIN, please check out the "CAIN Online Newsroom," option 13 from the Atari SIG's main menu. In summary, we can use articles, tutorials, and reviews on Atari products. The format is simple --ASCII format with 80 characters per line. The text should be sent via internet electronic mail to "xx004@freenet.cleveland.edu". All submissions to CAIN become the property of CAIN, unless otherwise agreed upon.

Article Requests

Below are some suggestions of articles we would like to see in future issues of CAIN. For a complete list of newsletter needs, please consult the discussion board under the CAIN Online Newsroom (option 13 from the Atari SIG's main menu).

Newsletter Needs

Communications: Any articles that fits into the area of communications (ie: reviews, summaries, articles, tutorials on BBS systems, term or BBS software, services, etc for any Atari computer) may be submitted to this section. When submitting to this section, please address this article with the subject "Communications."

File Archives: Any type of summary, review, or list of new files that are on any Atari ftp archive will benefit our readers. Please address this article with the subject "ftp archives."

Tutorials: CAIN is actively seeking any project, "how-to," and tutorial articles for future issues of CAIN. These articles can be for any type of

Atari product. Please address this article with the subject "Tutorial Submission."

Atari Shows: Not only can we use information on upcoming Atari Shows, but we also can use reviews and summaries of recent Atari shows. Please address this article with the subject "Atari Show Information."

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